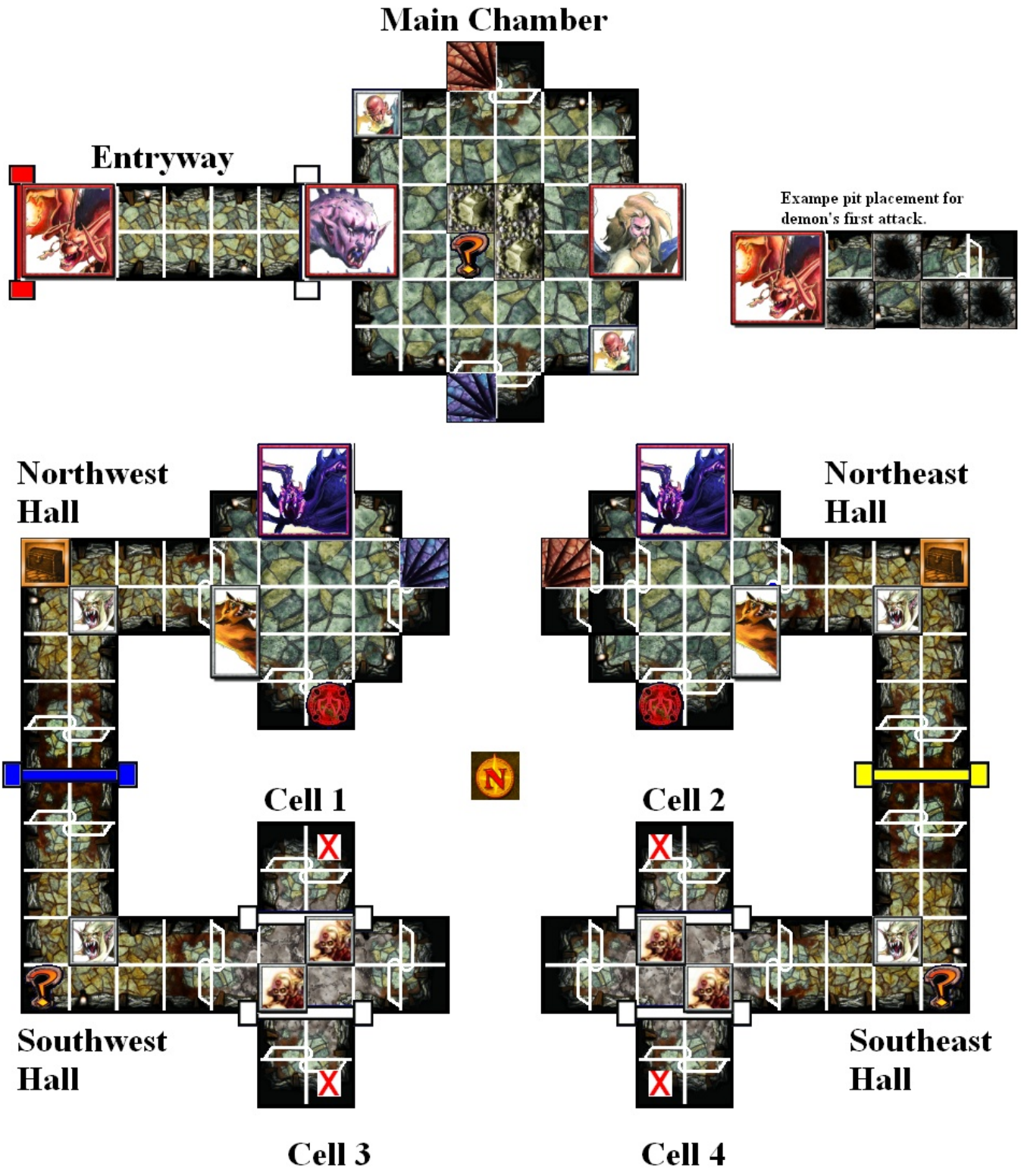

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Jail Break

By Mike Betzel

Scenario Background

It was a long night. You don't recall every event that happened, only cloudy memories of a run-in with the captain of the guard. Your last memory was of guards jumping you as you left the tavern and now you awake to find yourself stripped of all your belongings and trapped in prison cells.

Mission Goals

Escape from prison alive. The heroes start with 7 conquest tokens and 300 gold each. After the heroes have purchased their starting equipment from town, take all purchased items and remaining gold from them, noting what items belong to which hero. These will be returned shortly.

Each hero starts on a red 'X' in one of the cells numbered 1 through 4. Only one hero is allowed per cell although the heroes may decide among themselves which hero starts in what cell.

Important: This quest requires four hero characters.

Glyphs

Glyphs do not allow the heroes to travel to town. There is no way for the heroes to travel to town in this scenario. The only way out is through the doors in the Entryway.

Heroes may only respawn at glyphs which they have discovered.

Initially this means that heroes that start in cells 1 and 3 may respawn at the glyph in the Northwest Hall. Likewise, heroes that start in cells 2 and 4 may only respawn at the glyph in the Northeast Hall. The only way heroes starting in cells 2 and 4 may respawn at glyph in the Northwest Hall is if they have first traveled down the blue stairs in the Main Chamber into the Northwest Hall and have "seen" the glyph for themselves.

Should a hero die prior to the glyphs being activated they may respawn in their starting jail cell as if it were an activated glyph.

Monster Strength

At the start of the quest, use the monster strength cards for three players (overlord plus two heroes). When the heroes meet up in the Main Chamber, switch to using the monster strength cards for five players (overlord plus four heroes).

Chests

Copper 1 - 2 Copper Treasures, 200 coins, 1 Curse, 1 Conquest Token
Copper 2 - 2 Copper Treasures, 100 coins, 1 Curse, 1 Conquest Token
Copper 3 - 2 Copper Treasures, 1 Curse, 2 Conquest Tokens
Silver 1 - 2 Silver Treasures, 300 coins, 2 Curse, 1 Conquest Token
Silver 2 - 2 Silver Treasures, 1 Curse, 2 Conquest Tokens
Silver 3 - 2 Silver Treasures, 100 coins, 1 Curse, 1 Conquest Token

Treachery

If playing with the Well of Darkness expansion, you may add treachery cards as follows:

Event (green) - 1
Trap (purple) - 1
Monster (red) - 1

Cells

There's not much light but you do see movement in the hallway. The clattering of bones against stone is clearly that of undead although you see humanoid shapes as well. It feels as though you've been locked up for days. Just as you are nearing the breaking point, you hear the jingle of keys and your cell door slides open.

Open the cell doors immediately after reading the flavor text above and reveal the southeast and southwest halls.

"Get up, scum! Your time is up here," the undead guards bark. You hear bone-chilling cackling coming from the hallway.

Weak as you may be, you see this as your only opportunity and spring into action.

Southwest / Southeast Hall

Do not read the following text until a hero has line-of-sight to an encounter token in either the southwest or southeast hall. Monsters do not block a hero's line-of-sight to the encounter tokens for the purpose of this text:

Your eyes take a moment to adjust to the torchlight in the hall. The place is very barren, although in the corner you see a beastman rummaging through what appears to be your gear.

Encounter Token

When the heroes step on the encounter marker in the south hallways, return the appropriate purchased starting items and remaining gold to the heroes in that area. Also give the heroes two conquest tokens.

Hall Door Key

When the heroes kill the beastman in the hallway, give them the appropriate runekey for their door.

Northwest / Northeast Hall

The hallway opens into an antechamber of sorts although it looks as though there have not been visitors in years. Blood stains on the floor suggest the few visits were not pleasant.

Bronze Chests

When a hero opens a bronze chest, only give treasures to the two heroes in that specific hallway.

Main Chamber

A great stone pillar rises from the middle of the floor. The pillar is covered with plaques and paintings depicting the history of this prison. Quick glimpses suggest that the prison

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has a long history of violence towards its captives. A further look about the room supports this theory as a large naga and manticore look unamused to see prisoners on the loose.

Encounter Token
If a hero steps on the encounter token in the middle of the room, read the following:

As you walk past the pillar you notice one painting appears to be oddly hung on the wall. Further inspection reveals a cubbyhole behind the painting and inside is a treasure chest.

Replace the encounter token with a random silver treasure.

Entryway

You look down the hallway and see sunlight shining through the door on the other end; you guess this to be the way out. As you take off down the hall a massive demon appears before you. It doesn't look like he's planning on letting you out alive.

Master Demon
This demon is the guardian of the prison. He is the same as a master demon except he has a total of 30 health and 6 armor.

First Attack
Note that the demon's first attack is special. After moving, instead of attacking read the text and take the action following it:

As the demon charges forward it slams its fist into the ground, sending a shockwave forward, cracking the ground and opening several gaping holes.

Place one pit per row for the next four rows in front of the demon towards the heroes. You may place the pits wherever you want (ideally on a hero) but you may only place one per row. See the dungeon layout for an example of proper pit placement. Note that the pits may extend into the Main Chamber if you move the demon forward first and then perform the slam attack. This attack may only be performed once and it must be performed as the demon's first attack. Any hero standing on a square where a pit is placed takes damage as if a Spiked Trip trap were played; they also fall into the pit and follow standard pit rules for movement and line of sight.

Death of Master Demon
When the heroes kill the master demon, open the red rune-locked door at the end and read the following:

With a final blow the demon falls to the floor. You rush to the door and find no doorknob but a massive hand print. Wasting no time you lop the hand off of the demon and press it into the door. The door swings open and you seek refuge in the forest outside. You are free... for now.

The heroes earn 3 conquest tokens.

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